

ABSTRACT

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5 A computer games apparatus includes a server (20)  
operable under the control of a computer program to  
generate and store data defining a 3D game environment.  
Objects within that environment can be moved and/or  
changed in response to signals received by the server  
from player terminals (24). Those signals may be  
transmitted via the Internet (22) and/or other networks.  
10 The server (20) renders the object data into data  
defining one or more views of the 3D environment, which  
data can then be processed into a broadcastable form for  
receipt by a plurality of observers. The performance of  
the apparatus is unaffected by the number of observers  
15 actually in receipt of the broadcast data.

(Figure 2)